Design Spec - Item Scan

Overview

The item scan is an accessibility feature that allows the player to press a button to send out a scan, which can guide the player to the items/resources/animals/enemies/NPCs/players in that area. This is regardless if they are tracked or not.

Design Goals

The goal with this feature is to help the visually impaired/blind player to find all items/resources/animals/enemies/NPCs/players nearby, through a scan assistance. It could also be used for sighted people to scan the environment for items they have trouble finding, or if they have missed something important.

- Resources should make sound without scanning when toggled on in the resource menu (see the design spec for Resource Tracking)
- Scan feature should include all resources around you, not just the tracked ones
- Idea: press a button and use TTS to know what obstacle is in front of you
    - Might not be necessary when you have scan/navigation assistance
    - Possibly if you can scan “non interactive items as well
- L3 + ANOTHER BUTTON lets you navigate to the closest scanned item
- **OR** press ANOTHER BUTTON to bring up a list
    - Are there multiple items nearby? Bring them up with another button, in a list format
        - As you go through the list, it gives the audio cue for that item, positionally where it's located, then tells you what it is in the list (name of that thing)
        - Mark it to navigate to it with the L3 + ANOTHER BUTTON
- Game will know when you're inside a building
    - Scan chests, beds, crafting table etc

High Level Design

This idea is validated and has a high impact on the gameplay. Solution space is implementing this feature into the accessibility settings for the tracking resources/item scan. Design considerations could be looking at Assassins Creed: Valhalla, as well as Last of Us 2, and further see how they have solved this problem.

Stakeholders

- Accessibility consultant - Brandon Cole
- UX Designer - Jasmin Dahncke
- Game Designer
- Game Programmer
- Sound designer

Detailed Design

The MVP for the item scan assistance feature is to scan nearby items/resources/animals/enemies/NPC's/other players etc and to have the toggle on/off options in the settings menu. A sound should be played when a button is pressed to see if the scan was successful or not.

Technical Requirements

Can't comment on this.

Analytics

- Can the player use the item scan assistance everywhere in the game?
- Do players use the scan item feature?
    - How often and when?
    - Do they want it on during the entire gameplay or during specific events during gameplay?
    - Is it easy to toggle on/off?
- In what biome is the feature used the most?
    - Why?

Test Tools

Adding TTS descriptions, figure out when a player can use the scan, and what sound it should play when it is a successful scan or not. It could be worth looking into other parts of the game and where to disable the scan feature.